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Minnesota 4-H Horse Program Rule Book



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This handbook is intended for 4-H club members and leaders, county extension agents, show managers, judges, and others responsible for planning and conducting 4-H shows and events. The purpose of the handbook is to help establish uniform regulations and procedures in 4-H horse shows and events throughout Minnesota. It should be used in conducting events, setting up classes, establishing show rules, and managing shows. It should also be used as a guide for training 4-H members.

4-H Horse Project Goals

The purposes of this program are to encourage 4-H members:

1. To develop leadership abilities, build character, and assume citizenship responsibilities.
2. To experience the pride of owning a horse or pony and being responsible for its management.
3. To develop an appreciation of horseback riding as a healthy and wholesome form of recreation.
4. To learn skill in horsemanship and to understand the business of breeding, raising, and training horses.
5. To increase knowledge of safety precautions needed to prevent injury to yourself, others, and their mounts.
6. To promote greater love for animals and a humane attitude toward them.
7. To be better prepared for citizenship responsibilities by working in groups and supporting community horse projects and activities.
8. To teach good sportsmanship in a friendly, competitive atmosphere.

Requirements of the 4-H Horse Project

Each 4-H horse show or event in the state must meet the requirements of the 4-H Horse Project as approved by the State 4-H Horse Program Development Committee.

- The 4-H horse project is a continuous project. Records on feeding, training, and management *must* be kept on a year-round basis.
- Any horse or pony to be shown at a 4-H show must

be enrolled as a 4-H project animal and be properly identified on the 4-H Horse Identification Form. This form must be submitted to the Extension Office on or before May 1 of the current club year. If substitution, for any reason, occurs on or after May 1, the horse is ineligible for the State 4-H Horse Show.

- A member must either own or lease the mare or gelding shown. The same horse may be used as a project animal by more than one member as long as all requirements are met. All care, feeding, grooming, training, and exercising should be done by the 4-H'er beginning no later than May 1.
- Male foals may be shown, but yearling and older stallions are ineligible as 4-H projects. The age of the horse shall be computed on the basis of a calendar year starting on January 1 of the year foaled; it is a weanling during the calendar year in which foaled, and a yearling during the first calendar year following its foaling date, regardless of the time of year foaled.
- In planning shows and events, officials should emphasize experiences for 4-H members that will contribute to the 4-H horse project mission: To provide lifetime skills and learning experiences for the 4-H horse project members, their families, and their leaders.

Minnesota 4-H Horse Member Achievement Program

The Achievement Program has been designed to help you explore the many exciting and fun parts of the 4-H Horse program. **All 4-H'ers enrolled in any phase of the 4-H Horse project or Horse Training Program are required to participate in the Horse Member Achievement Program** in addition to keeping project records.

As you move through the program you will:

- Find the horse project more interesting and enjoyable.
- Develop knowledge and understanding of horses necessary for proper care, maintenance, and handling.
- Develop project skills and personal skills.
- Advance according to your individual abilities and interests.
- Become eligible for county and state awards.
- For Level 6, horses must be owned or leased by

October 1 of the previous year.

Additional information on the 4-H Horse Member Achievement may be obtained from your Extension Office.

Minnesota 4-H Horse Training Program

The Minnesota 4-H Horse Training Program has been designed to challenge and help you train your untrained horse using a step-by-step process. Each step builds on the previous one. As you work through the steps to become more proficient at training horses, you will develop skills that will be of use to you later in life.

In the 4-H Horse Training Program you will learn to:

- Train a horse to the best of your ability.
- Use a step-by-step training process to develop your ability and that of your horse.
- Use proper safety techniques when working with your horse.
- Identify various types of training equipment and how to properly care for them.
- Properly care for and maintain your horse.
- Develop the proper attitude and understanding required in training horses.
- Evaluate your horse's level of training and your readiness to proceed to the next step.
- Develop a healthy attitude toward exploring and applying new training ideas and techniques.

Any age horse may qualify provided that it has had no prior training. Your horse may not have been previously ground-driven or ridden.

The Training Program booklet and other information is available at your Extension Office.

State 4-H Horse Show trips are awarded in this program.

Horseless Horse Project

This project offers the opportunity to study and learn about the horse. You will gain knowledge of major breeds, colors, gaits and safety. The project will enhance your appreciation for the value of the horse and give you an understanding of care requirements. You will develop sportsmanship, responsibility, cooperation, decision making skills and public speaking skills.

Western Heritage Program

This program is designed to help you explore and preserve our Western Heritage. As you move through the program you will:

- Explore our Western Heritage and develop an appreciation for it.
- Learn to balance competition and education.
- Learn safety skills to prevent injury to people and/or animals.
- Develop tools of sportsmanship and realistic goal setting.
- Develop leisure opportunities.

Suggested Breakaway Roping Rules:

I. Time Limit:

1. There will be an *Open Gate policy.

II. Equipment:

1. *Cattle neck ropes on calves must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes.
3. Adjustable slide shall be used on all cattle ropes.
4. Western type equipment must be used.

III. General Rules:

1. Contestants may share a horse.
2. Roping box shall be considered part of the arena.
3. Arena conditions determine the *length of score.
4. Once score line has been set it may not be changed during the *go, nor can the length of the box be changed.
5. Calf belongs to the contestant once calf has been released regardless of what happens with the following exceptions:
 - a. in case of mechanical failure.
 - b. if calf gets out of the arena, flag will be dropped and the roper gets the calf back *lap and tap with the time added which was taken when the calf left the arena plus any barrier penalties.
 - c. if in the opinion of the judge the contestant is *fouled by the barrier, contestant will get his/her calf back, providing the contestant declared by pulling up.
6. The horse must clear the box before a loop is thrown.

7. Time will be taken between two flags.

IV. Event Rules:

1. Two loops are allowed if two loops are carried.
2. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the contestant's responsibility.
3. Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope, or any other device.
4. String will be provided and inspected by a designated official before each contestant competes.
5. No loops are to be rebuilt.
6. A cloth or flag must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
7. The *catch-as-catch-can rule shall apply after the loop has passed over the calf's head.
8. Rope must be released from contestant's hand to be a legal catch.

V. Scoring and Penalties:

1. In order for time to be considered official, *barrier flag must operate.
2. Judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten second penalty added for breaking the barrier.
5. Roping the calf without releasing the loop from contestant's hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or horse.
7. If rope is broken from horn by contestant, the contestant will receive no time.

VI. Reruns:

1. If time is not recorded, roper will be given rerun on same calf.
2. No rerun will be given due to faulty or broken equipment furnished by the contestant.
3. If the judge sees he/she made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.
4. A calf must be rerun before it is used by another contestant.

VII. Officials:

1. Height of the barrier in breakaway roping shall be from 32" to 36" measured in the center of the box.
2. Adjusting the length of the barrier trip rope will be accomplished only by tying knots in the rope on either end.

VIII. Stock:

1. Calves must be uniform in weight and breed.
2. If calf has horns, horns not to exceed 2 inches.
3. Breakaway calves
 - minimum weight 180 pounds
 - maximum weight 350 pounds

Western Heritage Lingo

- * Open gate policy - there will be an open gate at the opposite end of the arena which allows the calf to escape into a catch pen.
- * Cattle neck ropes - a rope around the neck of the calf that will release the barrier.
- * Length of the score - is the amount of head start the calf is given.
- * Go - if the contestants receives more than one run, a go is one run through.
- * Fouled by the barrier - if the barrier does not break like it should or gets caught on horse or rope.
- * Barrier flag - a flag on the barrier that will fall off if barrier is broken.

Horse Judging Contest

Objectives:

- A. Teach youth good conformation (structural correctness, balance, and muscling), breed character, and performance ideals in different breeds of horses.
- B. Learn how to evaluate horses based on knowledge and fact; make a decision and defend your decision.
- C. Learn proper equine terminology that can be used in a logical, systematic way to defend your placings.
- D. Gain confidence in your ability and use of the English language by giving oral reasons to a judge.
- E. Learn to speak clearly, decisively, and convincingly through the use of oral reasons.

Horse judging contests are popular events at the club, county, district, state, and national levels.

Specific rules on eligibility, registration, dates, procedures, awards and national trips are available at your Extension Office.

Horse Bowl Contest

The objective of the horse bowl is to offer an opportunity for youth interested in horses to display the knowledge they have gained in a competitive and friendly atmosphere. The Horse Bowl contest will encourage youth and leaders to study and obtain a more thorough knowledge of horses and related subject matter. Youth will gain confidence in their horse knowledge and be rewarded and recognized for their achievements. Local club, county, district, state, and national competitions are available.

Specific rules on eligibility, registration procedures, dates, and awards are available at your Extension Office.

Hippology Contest

Objectives:

- A. To provide youth with the opportunity to blend knowledge and skills acquired in horse judging, bowl, demonstrations, public speaking, and showing into one activity.
- B. To encourage youth to continue expanding their horse knowledge and participation.
- C. To recognize youth for their total involvement in and comprehension of knowledge of the horse industry.
- D. To teach good sportsmanship through a friendly and competitive environment.

Specific rules on eligibility, registration, dates, procedures, awards, and national trips are available at your Extension Office.

Speech and Demonstration Contest

Objectives:

- A. Acquire skills, confidence, and poise in speaking to groups by the use of an interesting and familiar topic.
- B. Expand your horse knowledge and increase your research and study techniques.
- C. Learn how to organize your thoughts and express these ideas in a logical and concise manner.

- D. Gain increased knowledge and control of the English language in expressing your ideas.
- E. Reward and recognize youth for accomplishments they have made in a friendly and competitive atmosphere.
- F. Encourage youth to teach others how to do something related to horses by the correct use of visuals or equipment. (demonstration)

Specific rules on eligibility, registration, dates, procedures, awards, and national trips are available at your Extension Office.

General Horse Show Management Considerations

1. Public show announcement should be made well in advance, giving the date, time, and location of the show (judge's name may also be given). It should tell when, where, and how participants are to make entries.
2. Every show announcement should carry a full description of the show and the events, including list of classes, entry fees, age divisions and awards.
3. The management should provide the following facilities:
 - a. Show ring of adequate size and conditions. Suggested arena size should be a minimum of 100 feet x 175 feet. (Regulation horse show ring is 125 feet x 225 feet.)
 - b. Equipment necessary for officials and classes offered.
 - c. Parking and seating for spectators.
 - d. Exercise area for use by exhibitors.
 - e. Restrooms, food, drinking water, and other considerations for the comfort of exhibitors and spectators.
4. An explanation of proceedings should be carried over the public address system while the show is in progress to inform the public of the events being conducted.
5. All decisions of the judge will be considered final. Management should require the judge to make a reasonable effort to give reasons for the placings.
6. Separate classes based on the age of the exhibitor should be provided at the show management's discretion.
7. When the number of entries is large, the manage-

ment should reserve the right to have preliminary selections.

8. Individual patterns used in any class must be posted at least one hour prior to the class.

Delegation of Responsibilities

A smooth-running show results from careful planning and delegation of responsibilities to capable and reliable individuals. After the date and location of the show have been determined, the show management should appoint committees or individuals to assume definite responsibilities. The following suggestions are offered for your information and consideration:

Committees

1. Finance
2. Entries
3. Publicity
4. Equipment
5. Trophies and ribbons
6. Grounds and facilities
7. Premium list & program
8. Veterinarian
9. Farrier

Show Officials

1. Chairman
2. Judge
3. Announcer
4. Ringmaster
5. Gateman
6. Secretary
7. Ring clerks

Work Details

1. Program Sale
2. Gate and ticket sale
3. Stall Assignment
4. Food Concession
5. Decoration
6. Ring maintenance-grounds
7. Clean-Up
8. Ring Crew - Equipment

Protection

1. First Aid
2. Ambulance
3. Fire Protection
4. Police Protection
5. Liability Insurance

General Show Rules

The management of each 4-H horse show or event should incorporate the following general rules as part of the show regulations:

1. Each 4-H exhibitor must be certified by his or her county agent or designated representative.
2. No horse or pony may be shown until it has been properly identified as a regularly enrolled 4-H Horse project through the county extension office in which the exhibitor is enrolled in the 4-H work.
3. A horse or pony may be used only once in any event per show. Age or grade divisions are considered class divisions and not separate events.
4. Upon arrival at the show grounds, exhibitors shall take their horses immediately to the stable or

designated area. Each 4-H'er is responsible for his/her own horse.

5. Exhibitors must exercise their horses and ponies in the assigned area only.

6. Suitable, neat attire as stated in the show rules must be worn in all classes and events.

7. **Good sportsmanship must be exhibited at all times. Cruel or rough handling of horses will not be allowed at any show or event.** A horse and exhibitor may be excused from the ring, show, or event for lack of control, cruelty, rough handling, or unsportsmanlike conduct. The show management or judge may disqualify anyone mistreating an animal or demonstrating unsportsmanlike conduct.

8. All exhibitors must have their horses under complete control at all times. Horses in performance classes must enter the ring unassisted and the gate must be closed before starting the class. Riders will not be allowed to leave the ring until their horses are walking under control. Riders having difficulties in the ring and desiring to leave should request permission to be excused from the ring master or judge.

9. Show management reserves the right to refuse an exhibitor entry into any class or event if they deem that entry unsafe for the exhibitor or other exhibitors or animals. All show officials have the authority and must dismiss from the ring any entry that is unruly or not in sufficient control for the safety of the handler or other exhibitors.

10. Use of drugs as a horse stimulant or tranquilizer is prohibited. We reserve the right to collect and analyze blood and urine samples to assure compliance with this rule. Failure to cooperate will disqualify the entry.

11. Each exhibitor shall be identified by a number pinned on his/her back, or duplicate numbers on each side of the saddle blanket, at the show's discretion.

12. Trainers and adults are not allowed to exercise or work out 4-H'ers' horses at the show.

13. Points for state trips are to be counted on blue ribbons only.

14. Counties are required to offer the same events as the State Horse Show in order to qualify for the State Horse Show. Age groups may vary, and pleasure type and stock type classes may be combined. Counties may offer additional classes if they choose. Western Pleasure and Western Pleasure-Pleasure type horses may be combined.

15. Participants entering the State Horse Show must have shown that horse and received a blue or higher placing in a qualifying class at the county show.

16. TO BE ELIGIBLE FOR THE STATE 4-H HORSE SHOW, ALL COUNTY QUALIFYING SHOWS ARE REQUIRED TO USE A MINNESOTA 4-H CERTIFIED JUDGE FROM THE CURRENT YEAR'S MINNESOTA 4-H HORSE JUDGES LIST.

17. THE DECISION OF THE JUDGE IS FINAL. ALL HORSES AND PONIES CANNOT WIN, SO THE JUDGE'S DECISION ON WHATEVER IT MAY BE SHOULD BE ACCEPTED IN THE TRUE SPIRIT OF SPORTSMANSHIP AND 4-H. When an exhibitor or exhibitor's parent, leader, or agent is guilty of unsportsmanlike conduct, the show management may suspend such exhibitor's rights to participate. The exhibitor's parent, leader, friend, or agent will be barred from the show grounds for unsportsmanlike conduct or improper behavior.

The following is a suggested point system for State 4-H Horse Show trips. Counties may use whatever system works best for them.

Suggested Point System:

1. The point system will be based on blue ribbons only. There will be 10 points for first place, 9-8-7-6-5-4-3-2-1 (regardless of the number of entries in the class).

2. Points will be awarded on all halter showmanship classes, horsemanship, western pleasure-stock or pleasure type, English pleasure, English equitation and trail class. BUT points may be counted on one of the following: western pleasure or English pleasure, western horsemanship or English equitation.

3. In case of a tie in points - the oldest 4-H member will win the trip.

4. The top combined points of poles, barrels, key race, and jumping figure 8 will be counted to determine the game horse winning the state horse show trip.

5. All points are to be counted on each horse individually.

Showmanship at Halter

The same scorecard and class procedures will be used for all exhibitors in showmanship classes. The exhibitor uses the horse as a means to display his or her ability to properly fit and show. The real purpose of showmanship is to learn the best way to fit and train a horse so that the best attributes of a horse can easily be seen by the judge or potential buyer. Exhibitors are reminded that they are being judged on the fitting, grooming, training, and showing of their horses. The horse's conformation is not to be considered in the judging of the class. Exhibitors must wear the correct attire for the division in which they are participating (refer to specific division requirements in regard to attire and equipment).

General Regulations

1. Classes may be divided according to stock or pleasure type horses.
2. All exhibitors are encouraged to enter the showmanship class. Showmanship classes should be divided according to the age of exhibitors.
3. Either all contestants or those selected as finalists will gather at the arena at the proper time. Upon call, the contestants will enter the arena either as a group or individually, at the discretion of the judge.

SCORECARD FOR HALTER SHOWMANSHIP

I. Exhibitor and equipment: (20%)

- A. Personal appearance of exhibitor: neat, clean, well groomed, attentive, courteous, and in appropriate attire for the division. Chaps and spurs are prohibited.
- B. Equipment: clean and properly adjusted equipment should be used. When showing western, halters (leather or nylon) must be used. When showing English, appropriate halters or bridles must be used. (youth should conform to the breed standards). Lead shanks (or ropes) should be 6-7 feet long. If a chain is used it should be adjusted so a youth does not have to hold a hand on the chain. The shank needs to be short enough to assure maximum control and responsiveness from the horse. No whips unless a separate English Showmanship class is offered (Arabian, Morgan, Saddlebred, etc.).

II. Horse (fitting and grooming): (30%)

A. The horse should be clean and well groomed. Fitting for show is a year round job. No amount of delayed fitting or grooming oils will cover up a poor job of feeding or an unhealthy, unsound, thin or overweight horse. Daily grooming and good nutrition are very important to the hair coat. Just before entering the show ring, the exhibitor should rub the horse down with a grooming cloth since oil will accumulate dust. Wipe about the ears, eyes, nostrils, lips, sheath, and dock with a damp cloth or sponge.

B. Horses should be clipped in ample time before showing to allow for some regrowth to cover up any minor mistakes. The long hair under the chin and jaw and on the fetlocks and pasterns should be trimmed.

C. The long hairs on the edges and inside of the ears should be trimmed. Complete clipping of the ears is optional on all breeds. Clipping accentuates fineness of ear. (Leaving short hair inside the ear unclipped is permissible because it offers some protection against insects.)

D. The manes of stock type horses and ponies (Quarter Horses, Appaloosas, Paints, and P.O.A.'s) should be thinned and shortened to emphasize a clean-cut neck. Manes are usually thinned to about 4-6 inches long. A bridlepath should be clipped approximately 4 inches behind the poll. Other light horse breeds (Arabians, Morgans, Saddlebred, etc.) are usually shown with a full mane and foretop, with the mane under the headstall clipped behind the poll. Manes and foretops of hunters are generally braided short and tight to the neck. The foretop and mane are roached on the three-gaited mature American Saddle Horse. Pleasure and five-gaited American Saddle Horses, Tennessee Walkers, Welsh, and Shetland ponies are shown with a full mane. The foretop and mane behind the headstall may be braided.

E. The tails of stock type horses and ponies should be left natural. The upper tail of hunters may be braided. Other breeds of light horses and ponies should be shown with natural tails.

F. The horse's feet should be trimmed and properly shod (if necessary). If shod, shoes should fit properly. Other light breeds may be shown with pads and weighted shoes (Arabians, Morgans, Saddlebreds,

Tennessee Walkers, etc.). Trimming and shoeing should be done approximately 2 weeks before a show. The hooves should be clean. Hoof dressing is permitted if not restricted by breed regulations.

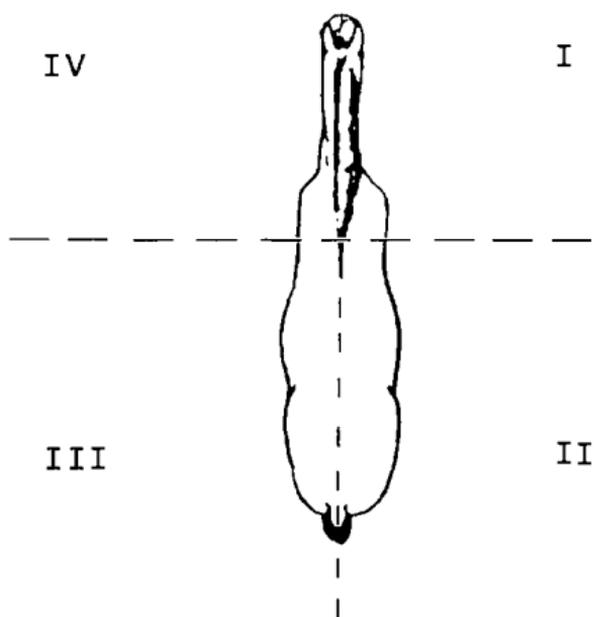
III. Method of showing: (50%)

A. LEADING:

1. Be able to walk, trot, turn, stop, and back as directed by ring officials or the posted pattern.
2. Always lead from the left side at an alert walk, following the judge's directions. When showing at a walk, always walk by the horse's left side, *never in front of* the horse. The horse's head should be slightly in front of your shoulder. The horse should be trained to move willingly with its body (head, neck, back, and hindquarters) in a straight line in the direction being traveled. Exhibitor will need to give the horse enough lead to allow the horse to travel straight, but keep the lead short enough to assure precise control. Exhibitors must have the right hand on the lead when leading their horse. The left hand will contain the remainder of the lead in a *loose* loop or figure eight fold. Horses should walk in a brisk, alert manner and give the appearance that the exhibitor and horse are a team. Always keep a safe distance (1-2 horse lengths) when leading your horse in a group.
3. Remain by the left side of the horse when showing at a trot. When leading, your horse should travel alertly and willingly with his head up, but not too high. You should run with good posture and vitality.
4. When particular show ring procedures used by a judge requires a horse to be reversed, the horse should always be turned to the right. Turn in as small an area as possible and attempt to keep the hind feet in one place while turning (this allows you to keep the horse lined up with the judge). All turns should be made naturally and as directed by ring officials. Any turns requiring more than 90 degrees must be made to the right. Any turns requiring 90 degrees or less may be made to the left.
5. *Always* move your horse *directly* toward or away from the judge unless specific instructions are made indicating the judge would like a side view of your horse.

B. POSING:

1. Keep your horse posed at all times, and know where the judge is and what they want. A good showman always gives the judge the best view of their horse. Make it easy for the judge to see your horse at its best advantage. When the judge is down the line, let your horse stand, if posed reasonably well, without undue fussing.
2. Western horses will stand squarely, with their feet directly under them. Hunters will stand squarely or in a traditional hunter stance. English horses must be posed according to their breed standards. Position your horse by the pressure on the lead. *Never kick* or position the leg with your hand while in the class. When the judge is observing other animals, let your horse stand if posed reasonably well.



3. *When posing your horse, stand toward the front, facing the horse at a 45 degree angle, but never directly in front of the horse. Always be in a position where you can observe your horse and keep an eye on the judge. The Quarter Method is the suggested method of showmanship. The following guidelines are meant to serve as an illustration of movement around the horse while showing in showmanship at halter and are for the exhibitor's information.*

Imaginary lines bisect the horse into four equal parts as seen in the illustration below. (Note: The quadrants will be numbered I, II, III, and IV for the ease of identification.) One line runs across the horse just behind the withers. The other imaginary line runs from head to tail. When the judge is in I, the handler should be in IV. As the judge moves to II, the handler should move to I. When the judge moves to III, the handler moves to IV. As the judge moves up the horse to IV, the handler returns once more to I. This method is based on safety as the handler can keep the hindquarters from swinging toward the judge should the horse become fractious.

4. Keep your position in line and allow reasonable space (at least 6 feet) between your horse and the others. Never allow your horse to interfere with the other horses.
5. If requested to change position in line, back your horse out of the line and approach the new position from the rear. Be careful when walking up behind other horses and allow yourself plenty of room to enter.
6. Keep alert and be aware of the position of the judge at all times. Don't be distracted by persons or things outside the ring.
7. Show the animal at all times, not yourself.
8. Respond quickly to requests from the judge and officials.
9. Quickly recognize and *correct* any faults in your horse.
10. Move easily, quietly, and with confidence when showing your horse. Be courteous: respond promptly to directions and display good sportsmanship at all times.
11. Keep showing until the entire class has been placed and excused from the ring (unless otherwise instructed).
12. *Be natural.* Overshowing, undue fussing, and maneuvering are objectionable.

C. FAULTS IN SHOWMANSHIP:

1. Allowing the horse to remain out of position.
2. Standing directly in front of your horse.
3. Using your feet to move the horse's feet.
4. Failure of the horse to lead properly.
5. Failure to stop before turning when showing at a walk and trot.

6. Failure to back.
7. Loud voice commands to your horse or other unnecessary actions.
8. Kicking.
9. Pushing the horse with your hands or using your hands to place the horse's feet and legs.
10. Moving to the offside of the horse and remaining out of position.
11. Not remaining alert and watching the judge for instructions.
12. Using a tightly coiled lead.
13. Not using a properly fitted halter or bridle.
14. Holding your hand on the chain of the lead shank.
15. Failure to glance back and check your horse to see that it is tracking straight with the judge.
(Note: Glance should be done immediately after turn.)

WESTERN HORSEMANSHIP

A. GENERAL

1. Riders will be judged on seat, hands, and performance of horse, appointments of horse and rider, and suitability of horse to rider.
2. Unsoundness of the horse shall not be scored as a penalty unless it impairs the required performance.
3. The rider's methods of achieving good horse performance are to be considered more important than the performance of the horse.

B. HANDS

1. The upper arm used in reining is held in a straight line with the body, the elbow bent so the forearm and hand are in a straight line to the bit. Only one hand is to be used for reining, and the hand shall not be changed. (See rule B-6 for exception.)
2. The hand is to be around the reins. When the ends of the split reins hang down, one finger between the reins is permitted, and bight of the rein should fall on the same side as the reining hand.
3. When using a romal, a finger between the reins is NOT allowed. Rider may hold romal provided it is held at least 16 inches from the reining hand. The romal should fall out of the top and over the thumb of the reining hand.
4. The position of the hand not being used for reining is optional, but it should be kept free of the horse and equipment and held in a relaxed manner.
5. The hand holding the reins should be near the saddle horn, be flexible, and maintain light contact with the mouth.
6. Two hands must be used on the reins when using a bosal or a snaffle bit. Both hands must be visible to the judge. (D-ring, O-ring, or egg butt snaffle bits only when riding a 4 year old or younger horse.)

C. BASIC POSITION

1. The rider should sit erect in the saddle with knees slightly bent and weight directly over the balls of the feet. The stirrup should be just short enough to allow the heels to be lower than the toes.
2. The rider's body should always appear comfortable, relaxed, and flexible, while maintaining good posture.

3. The feet should be placed in the stirrups with the weight on the ball of the foot. Consideration should be given to the width of the stirrups, which vary on Western saddles.

Illustrates proper posture and balance showing hand positions on reins with romal.

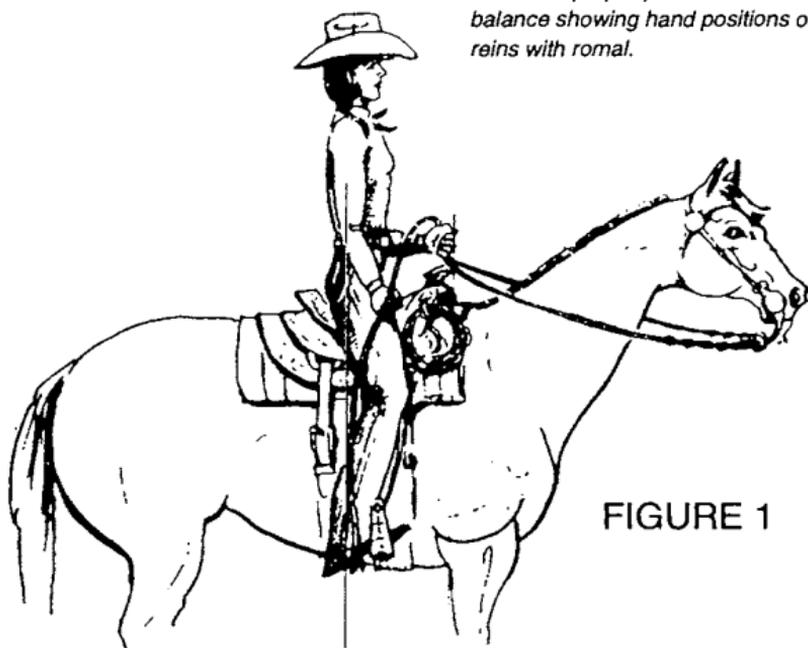


FIGURE 1

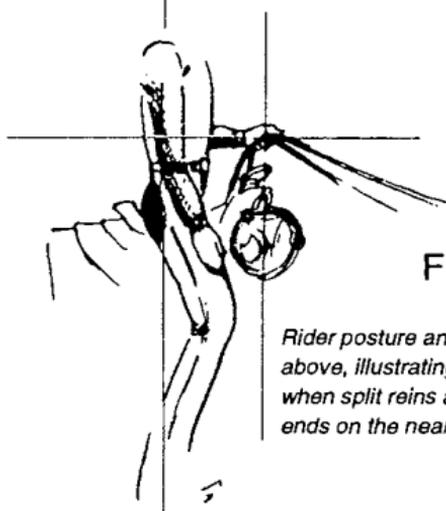


FIGURE 2

Rider posture and balance same as above, illustrating hand positions when split reins are employed with ends on the near side.

D. POSITION IN MOTION

1. Rider should sit to the jog and not post. At the lope, rider should be close to the saddle. All movements of the horse should be governed by the use of imperceptible aids and the obvious shifting of riders weight is not desirable.

E. MOUNTING AND DISMOUNTING

1. Riders may be asked to mount and dismount.
2. Before beginning to mount, rider should check the cinch.

3. To mount, a rider should take up the reins in the left hand and place the hand on the horse's neck in front of the withers, and with romal or end of split reins on the near side.
4. The rider should grasp the stirrup with the right hand, place the left foot in the stirrup, then grasp the saddle horn with the his/her right hand and spring up off the right leg and foot, settling easily into the saddle.
5. After mounting, if romal is used, it should be moved to the hand not used for reining. The end of split reins should remain on the same side as the hand holding the reins.
6. If rider uses right hand for reining, the rope (if carried), should be on the near side of the horse; the romal should remain on the near side; and the end of the split reins should be moved to the offside.
7. To dismount, reverse above procedure and step down looking toward the horse's head.
8. When dismounted, with split reins the right rein is taken down to be held with the left rein.
9. When using a romal, bring the romal to the near side, dismount, rider then to run right hand down, the left rein.

F. TACK AND APPOINTMENTS.

See Tack and Appointments, (page 39).

G. CLASS ROUTINE

1. Riders may be asked to do rail work and/or individual patterns at judge's or management's discretion.
2. Riders enter the ring at a walk or jog and are judged at a flat-footed four-beat walk, a two-beat jog, and a three-beat lope, both ways of the ring. The order to reverse is executed by turning away from the rail. Horses may not be asked to reverse at the lope.
3. Individual performances may be called for.
4. The horse should be in perfect balance at all times, working entirely off its haunches. Neck and head should be in a direct line with body, mouth closed, and head at normal height.
5. Horses shall be asked to back in a straight line, at judge's discretion.
6. Riders should line up upon command and any or all riders may be required to execute any appropriate tests included in class requirements. (Judges are encouraged to call for at least two tests of the top exhibitors.)

H. TESTS WHICH JUDGES MAY CHOOSE

Tests may be performed either collectively or individually, but no other tests may be used. Instructions should be publicly announced.

1. Back.
2. Individual performance on the rail.
3. Figure eight at the jog.
4. Lope and stop.
5. Figure eight on the correct lead, demonstrating simple change of lead. (This is a change whereby the horse is brought back into a walk or jog and restarted into a lope on the opposite lead.) Figures commenced in center of two circles so one lead change is shown.
6. Ride without stirrups.
7. Dismount and mount.
8. Execute quarter turns, half turns and full turns, on the haunches.
9. Riders may be asked pertinent questions about equitation, horses, and equipment. All riders are to be asked the same questions.
10. Figure eight at the lope on the correct lead demonstrating flying change of lead.
11. Change leads down center of ring, demonstrating simple change of lead.
12. Ride serpentine course demonstrating flying change of lead at each change of direction

I. FAULTS

excessive body motion
popping out of saddle
sitting off center
sway back
round back
loosing center of balance
heavy hands
unsteadiness of hands
incorrect position of hands
constant bumping
restrictions causing untrue gaits
loss of contact between legs and saddle/foot and stirrups
loss of stirrup
uneven stirrups
insufficient weight in stirrups
motion in legs
incorrect position of legs
excessive spurring

touching horse
touching saddle
breaking from jog to walk
breaking from lope to jog
breaking from walk to jog
breaking from jog to lope
failure to back when requested
allowing horse to back crooked
not standing in lineup
missing leads
excessive voice commands
excessive circling
major delays in transitions
schooling horse
improper appointments
saddle not suitable to rider's size
improperly fitted outfit
dirty attire
ungroomed horse
uncleaned equipment
equipment not fitting horse
failure to use corners and rails
suitability of horse and rider

WESTERN PLEASURE

A. GENERAL

1. Ponies under 54 inches, mature height, may be shown in a separate class.
2. Horses are shown at a walk, jog or jog-trot, and lope; they are worked both directions of the ring. Horses are to reverse away from the rail. Horses may not be asked to reverse at the lope. Horses will be asked to back.
3. All exhibitors will enter the arena at the proper time. Upon call, the exhibitors will trot into the arena and perform as a group.
4. Suitable and appropriate equipment should be used. (See Tack and Appointments, page 39.)
5. Rider shall be attired according to the show rules. (Tack and Appointments, page 39.)
6. The use of shoes other than standard shoes or extended hooves is to be discouraged and may be penalized by the judge.
7. Horse to be serviceably sound.

B. SCORING PROCEDURE

1. Horses will be judged on manners, performance, and suitability to give a pleasurable ride. The

following terminology shall apply in all western classes whenever a specific gait is called for:

- a. The *walk* is a natural flat footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
- b. The *jog/jog-trot* is a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog/jog-trot should be square, balanced, and with a straight forward movement of the feet. Horses walking with their back feet and trotting on the front are not considered performing the required gait. When asked to extend, the horse moves out with the same smooth way of going.
- c. The *lope* is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses traveling at a four-beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. The horse should be ridden at a speed that is a natural way of going.
- d. The head should be carried at an angle that is natural and suitable to the horse's conformation at all gaits.
- e. A good pleasure horse has a stride of reasonable length in keeping with its conformation. The horse has enough cushion to its pastern to give the rider a pleasant, smooth ride. The horse carries its head in a natural position, not high and overflexed at the poll, or low with the nose out or overflexed. The horse should be relaxed but alert and ready to respond to the rider's commands without excessive cueing. When asked to extend the jog/jog-trot, the horse moves out with the same smooth way of going.

C. FAULTS

- a. nervous at walk
- b. jogging during walk
- c. not performing a two-beat jog
- d. failing to jog both front and back
- e. wrong leads
- f. breaking gaits
- g. not performing a three-beat lope

- h. pulling on the bit
- i. hard or rough riding
- j. throwing head
- k. gaping at the bit
- l. bad mouth
- m. constant bumping the bit by rider
- n. obvious schooling
- o. not backing
- p. rearing

WESTERN PLEASURE - PLEASURE TYPE HORSES

A. GENERAL

1. Horses to be pleasure type (Arabian, Morgan, Saddlebred, Tennessee Walker, etc.).
2. Horses to be shown with natural mane and tail.
3. Weighted shoes may be penalized. The hoof should not have over 4 1/2 inches of toe. Pads are permitted.
4. Horses should display characteristics of their breed type.
5. Ponies under 54 inches, mature height, may be shown in a separate class.
6. Horses are shown at a walk, jog or jog-trot and lope, both directions of the ring. Horses are to reverse away from the rail. Horses are not to be asked to reverse at the lope. Horses shall be asked to back.
7. All exhibitors will enter the arena at the proper time. Upon call, the exhibitors will enter the arena and perform as a group.
8. Suitable and appropriate equipment should be used. (See Tack and Appointments, page 39.)
9. Rider shall be attired according to the show rules. (See Tack and Appointments, page 39.)
10. Horses to be serviceably sound.

B. SCORING PROCEDURE

1. Refer to Western Pleasure.

C. FAULTS

1. Refer to Western Pleasure

HUNT SEAT EQUITATION

A. GENERAL

1. Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should an emergency arise.

2. Riders are not to be asked to mount and dismount.

B. HANDS

1. Hands should be over and in front of the horse's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse's mouth to the rider's elbow. Hands should not be held tightly together. The rider should maintain light contact with the horse's mouth at all times.

The rein of a snaffle bridle may be held either outside the little finger or between the third and little finger. The snaffle rein of a pelham should be held outside the little finger and the curb rein between the third and little finger or between the second and third fingers. In either case, reins should be picked up at the buckles by the right hand, then straightened and separated in correct order by the fingers of the left hand then pulled taut and adjusted to even pressure in both hands. The bight of the reins may fall to either side, but it is more acceptable for the bight of the reins to lie on the off side.

C. BASIC POSITION

1. The rider should sit erect and proud. (To find the center of gravity sit with a slight bend to the knees without the use of irons.)
2. Eyes should be up and the shoulders back.
3. Toes should be at an angle best suited to the rider's conformation, ankles flexed in, heels down, calf of leg in light contact with horse and slightly behind girth.
4. Irons should be placed under the balls of the feet, not on the toes or home, with even pressure on the entire width of the soles and the centers of the irons.
5. Foot position should be natural, neither extremely in nor out; however, leg contact should be maintained.

D. POSITION IN MOTION

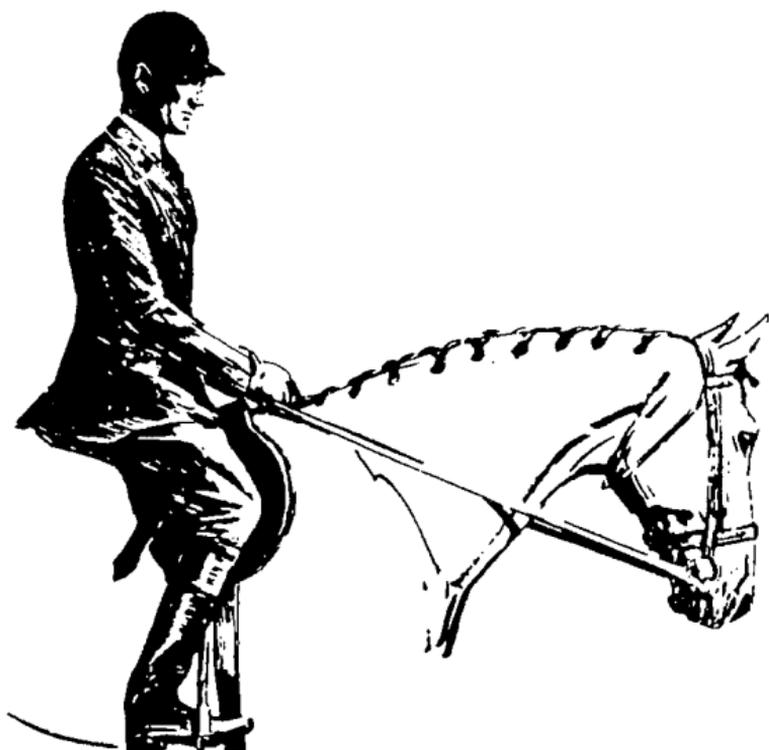
1. At the walk, sitting trot, and canter, the body should be a couple of degrees in front of the vertical.
2. At the posting trot the body should be inclined forward, slight elevation in saddle.
3. At the hand gallop the body should have the same forward inclination as at the posting trot.

E. TACK AND APPOINTMENTS

(See Tack and Appointments, page 39.)

F. CLASS ROUTINE (not to jump)

1. Riders may be asked to do rail work and/or individual patterns at the discretion of the judge or show management.
2. Exhibitors show their horses at a walk, trot and canter; they are worked both ways of the ring at all gaits.
3. Horses may be asked for an extended trot or hand gallop. No more than seven horses may hand gallop at one time.
4. The order to reverse may be executed by turning either towards or away from the rail. Riders may not be asked to reverse at the canter or hand gallop.
5. Light contact with the horse's mouth is required.
6. Entries shall then line up upon command and any or all riders may be required to execute any appropriate tests included in class requirements. (Judges are encouraged to call for at least two tests from the top exhibitors.)



G. TESTS WHICH JUDGES MUST CHOOSE

Tests may be performed either collectively or individually but no other tests may be used. Instructions must be publicly announced.

1. Halt and/or back.
2. Hand gallop.
3. Figure eight at trot, demonstrating change of diagonals. At left diagonal rider should be sitting the saddle when the left front leg is on the ground; at right diagonal, rider should be sitting when the right front leg is on the ground; when circling clockwise at a trot, rider should be on the left diagonal; when circling counterclockwise, rider should be on the right diagonal.
4. Change of diagonal down center of arena.
5. Figure eight at canter on correct lead demonstrating a simple change of lead. (This is a change whereby the horse is brought back to a walk or trot and restarted into a canter on the opposite lead.) Figures to be commenced in center of two circles so that one change of lead is shown.
6. Riders may be asked pertinent questions about equitation, horses and equipment. All riders to be asked the same question.
7. Turn on the forehand.
8. Ride without irons or drop and pick up irons.
9. Figure eight at the canter on correct lead, demonstrating flying change of lead.
10. Change leads down center of ring demonstrating simple change of lead.
11. Execute a serpentine at a trot and/or canter on correct lead. Demonstrate riding a series of left and right half circles off center of imaginary line where correct diagonal or lead change (designated simple or flying) must be shown.
12. Canter on counter lead.

SADDLE SEAT EQUITATION

A. GENERAL

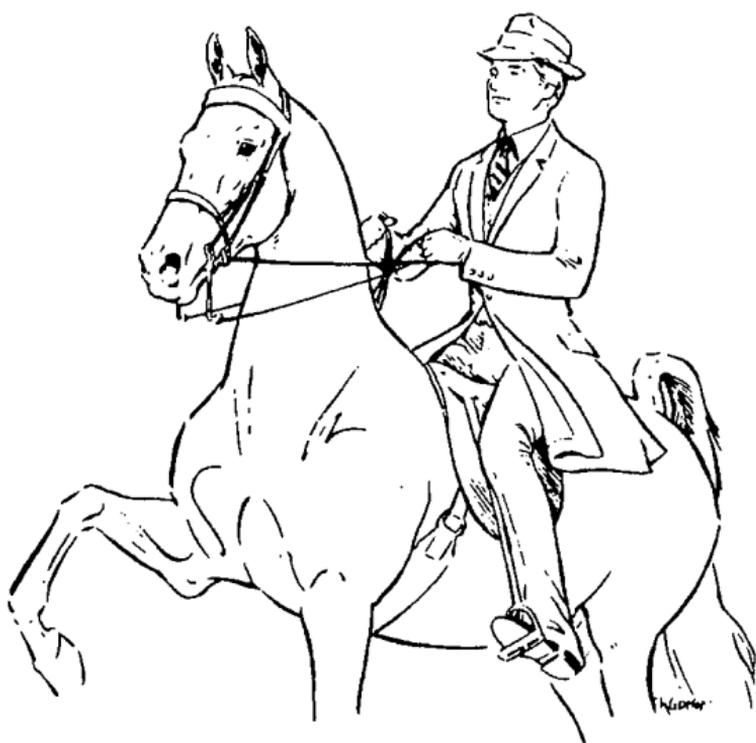
1. The ideal equitation seat is one that permits the rider to sit the horse comfortably at all gaits, to have positive control without strain on the horse or the rider, and to convey the impression of effective and easy control.
2. In order for a horse to be shown well, it should be shown to its best advantage.
3. Ring generalship should be taken into consideration by the judges.
4. A complete picture of the whole is of major importance.

B. HANDS

1. Hands should be in an easy position, neither perpendicular nor horizontal and should show sympathy, adaptability, and control.
2. The position in which the horse carries its head dictates where the hands are held in relationship to the withers of the horse.
3. The snaffle rein of the full bridle or pelham should be held outside the little finger and the curb rein between the third and little finger or between the second and third fingers. In either case reins should be picked up at the buckles by the right hand, then straightened and separated in correct order by the fingers of the left hand then pulled taut and adjusted to even pressure in both hands. The bight of the reins shall fall to the off side. Both hands shall be used.

C. BASIC POSITION

1. The rider should sit the saddle so that his/her weight and center of gravity is in harmony with the horse.
2. The stirrup length should be adjusted so that there is a slight bend in of the rider's knees to permit the legs and body to assume the correct position.
3. The stirrup iron should be placed under the ball of the foot (not toe or hove) with even pressure on the sole of the foot and the center of the iron.
4. The foot position should be natural (neither extremely in nor out).



D. POSITION IN MOTION

1. *Walk* slight motion in saddle.
2. *Trot*: slight elevation in saddle posting, not mechanical up-and-down nor swinging forward and backward.
3. *Canter*: close seat, going with horse.
4. *Running walk*: slow, four-beat gait, intermediate in speed between the walk and rack. The hind foot oversteps the front foot from a few to as many as 18 inches, giving the motion a smooth gliding effect. Riders do not post.

E. TACK AND APPOINTMENTS

(See Tack and Appointments, page 39.)

F. CLASS ROUTINE

1. Riders may be asked to do rail work and/or individual patterns at the discretion of the judge or show management.
2. Riders are to show their horses at the walk, trot (or appropriate gait), and canter; they are worked both ways of the ring at all gaits.
3. The order to reverse is executed towards or away from the rail.
4. Riders will line up on command. Any or all riders may be required to execute any appropriate tests included in the class requirements. (Judges are encouraged to call for at least two tests of the top exhibitors.)
5. Unsoundness of the horse shall not be scored as a penalty unless it impairs the required performance.
6. Horses shall change gaits from a walk.
7. Horses may be asked for an extended trot.

G. TESTS WHICH JUDGES MUST CHOOSE

Tests may be performed individually or collectively but no other tests may be used. Instructions must be publicly announced.

1. Pick up reins.
2. Back for no more than eight steps.
3. Performance on rail.
4. Performance around ring.
5. In the line up only; feet disengaged from the irons, feet engaged.
6. Change of diagonals down center of ring or on the rail.
7. Circle at a trot.

8. Figure eight at trot, demonstrating change of diagonals. At left diagonal, the rider should be sitting saddle when left front leg is on the ground; at right diagonal, rider should be sitting when right front leg is on the ground. When circling clockwise, rider should be on the left diagonal; when circling counter clockwise, rider should be on the right diagonal.
9. Figure eight at the canter on the correct lead demonstrating simple change of lead. (This is a change whereby the horse is brought back to a walk and restarted into a canter on the opposite lead.) Figures commenced in center of two circles so that one lead change is shown.
10. Riders may be asked pertinent questions about equitation, horses, and equipment. All riders are to be asked the same question.
11. Execute serpentine at a trot. A series of left and right half circles off center of imaginary line where correct diagonal must be shown.
12. Execute a serpentine at the canter executing a simple change of lead.
13. Change leads down center of ring or on rail demonstrating simple change of lead.
14. Ride without irons for a brief period of time. Riders may be asked to engage or disengage irons at a walk or halt.

ENGLISH PLEASURE

A. GENERAL

1. Ponies under 54 inches, mature height, may be shown in a separate class.
2. Normally mixing of saddle seat and hunt seat horses in the same class is not suggested, but entries suggest such a combination in many 4-H shows. However, mixing of hunt and saddle seat attire on the same entry is not permitted.
3. Judging will be on the basis of what is most correct for the specific type of English pleasure entry being shown.
4. For either hunt or saddle seat, horses are shown at a walk, trot (or appropriate gait), and canter; they are worked both ways of the ring at all gaits and may be asked to back.
5. They may reverse at the walk or trot by turning either towards or away from the rail.
6. An extended trot may be called for.

7. Horses are to be brought to a flat-footed walk before changing gaits.
8. Suitable and appropriate equipment should be used. (see Tack and Appointments, page 39.)
9. Rider shall be attired according to the show rules. (See Tack and Appointments, page 39.)

B. SCORING PROCEDURE

1. In hunt seat, the entry will be judged on suitability to purpose, head carriage, gait and control. Bit contact should be maintained.
2. In saddle seat, the horses are to be judged on performance and ability to give a good pleasure ride with emphasis on style, manners, and gait. Bit contact shall be maintained.
3. The following terminology shall apply to all English classes whenever a specific gait is called for.
 - a. *Walk*: Hunt Seat - forward, working walk, flat-footed. Extremely slow to be penalized. Saddle Seat - flat-footed, rapid, elastic. Jiggy walk to be penalized.
 - b. *Trot*: Hunt Seat - long, low, ground covering. Smoothness more essential than speed. Cadenced and balanced. Excessive knee action to be penalized. Saddle Seat - square, collected and balanced with forward motion. Extreme speed to be penalized.
 - c. *Running walk*: slow, four-beat gait, intermediate in speed between the walk and rack. The hind foot oversteps the front foot from a few to as many as 18 inches, giving the motion a smooth gliding effect. Riders do not post.
 - d. *Canter*: Hunt Seat - smooth free moving and straight on both leads. The stride should be suitable to cover ground following the hounds. Saddle Seat - Smooth, collected and straight on both leads. Overcollected, four-beat canter and excessive speed to be penalized in both hunt seat and saddle seat.
 - e. *Hand gallop*: should be a definite lengthening of stride with a noticeable difference in speed. The horse should be under control at all times.

C. FAULTS

- a. Wrong lead at the canter
- b. Excessive speed or excessive slowness
- c. Charging
- d. Excessive throwing of the head

- e. Going sideways
- f. Switching tail
- g. Bad manners
- h. Failure to back
- i. Horse bent to outside of the ring

TRAIL CLASS

The purpose of this class is to give the member an opportunity to demonstrate the results of training given their mount. The suggested obstacles are designed to meet this purpose, yet have a practical application to situations the rider may meet on the trail.

A. GENERAL

1. Ponies and horses may be included in the same class or separate classes as entries warrant.
2. *The class should include five to eight obstacles; as number of entries, time, and length of show will permit. If entries are too numerous for the time allotted, elimination trials may be scheduled to reduce the number of participants to a desired number for the final competition. Time limits may be imposed on trail courses and/or obstacles.*
3. All contestants will gather at the arena in designated waiting area. At the proper time, upon call, the contestants will enter the arena and perform on the obstacle course individually.
4. *Trail class diagram must be posted at least one hour prior to the class.*
5. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, trot, lope, or canter) somewhere between obstacles as part of the pattern.
6. This class will be judged on the performance of the horse over the obstacles, with emphasis on manners, response to the rider, and attitude. Horse shall be penalized for any unnecessary delay while approaching the obstacles.
7. Judges are required to check the trail course and each obstacle for safety prior to beginning the class.

B. CLASS ROUTINE

No dangerous objects will be used as an obstacle or any part of an obstacle. Rider safety is of utmost importance and must be considered first. *The following are unacceptable obstacles:*

1. Tires
2. Animals
3. Hides
4. PVC pipe
5. Dismounting except to ground tie or lead over hurdle
6. Rocking or moving bridge
7. Water box with floating or moving parts
8. Flames, dry ice, fire extinguisher, etc.
9. *Logs or poles elevated in a manner that permits them to roll*

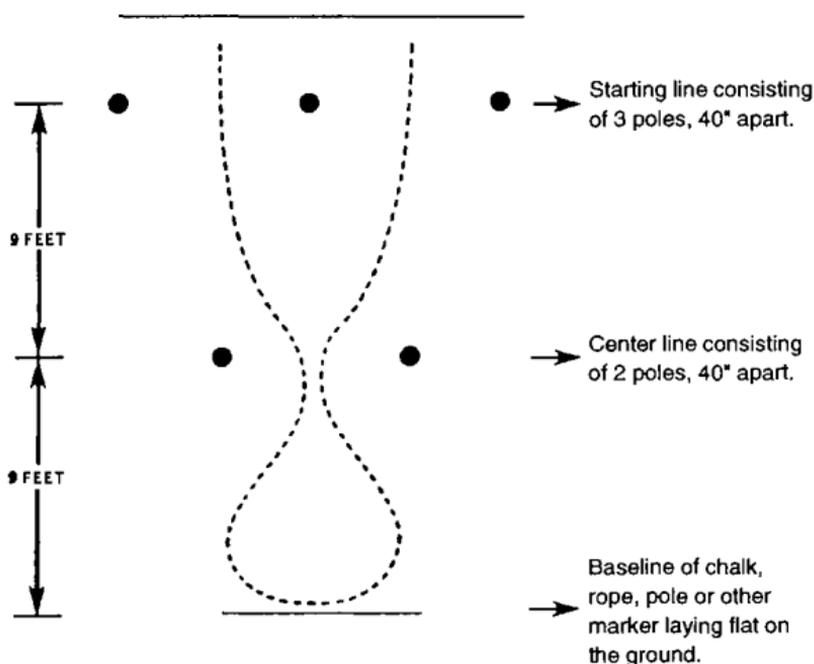
1. MANDATORY OBSTACLES

- a. Open, pass through, and close gate. (Use a light swinging gate with a latch, which the rider can reach from the saddle.) Only one hand may be used on the reins. It is permissible to use two hands when riding English on a Junior Horse with a snaffle or bosal. It is permissible to change reining hand before opening gate, if the gate is in such a position as to justify a change. The free hand must remain in contact with the gate or latch. When gate is latched, resume normal rein hand, if necessary. Rider must remain in the saddle.
- b. Ride over at least four logs.
- c. Ride over a wooden bridge.

2. OPTIONAL OBSTACLES

- a. Drape raincoat over rider's shoulders, and over horse's neck and rear quarters.
- b. Back through an L-shaped obstacle.
- c. Walk through a water obstacle.
- d. Ground tie.
- e. Sidepass.
- f. Remove and replace materials from a mailbox.
- g. Back through and around three markers set either in a triangle or a straight line.
- h. Jump hurdles. This can be one hurdle, no higher than 12 inches. (Show's option to require riders to be mounted or dismounted.)
- i. 360 degree turn in a square. The obstacle will consist of four logs, each 5-to-6 feet in length, arranged in a square. Each contestant will enter the square by stepping over a log or rail at the designated side. When all four feet are inside the square, the rider should execute a 360 degree turn (right or left), pause, and depart by stepping over the log or rail opposite the side of entry.

- j. Back through obstacles as shown below. Beginning on either the right or left of the center pole, each rider will back across the starting line, proceed through the center line poles, turn without touching the baseline, back through the center poles and across the finish line on the side opposite the side of entry.



Common Faults to Avoid in Performance Classes

- Poor posture
- Obvious shifting of weight
- Changing hands on the reins
- Obvious aids and cues to the horse
- Overflexing at the poll
- Lack of knee or calf contact
- Riding on your tailbone
- Mechanical and over stiff riding
- Uneven reins
- Over-reining
- Lack of control
- Inappropriate speed (too fast or slow)
- Improper lead
- Losing the stirrup/iron
- Uneven stirrups/iron
- Poor foot contact with stirrup/iron
- Hands too high
- Touching withers or pommel of saddle
- Failure to observe rules of safety or follow directions

GAME CLASSES

(Barrels, Poles, Key Race, and Jumping Figure 8)

A. GENERAL

1. Contestant must enter the ring wearing a hat. A penalty of 1 second shall be assessed if the rider loses his/her hat and it falls to the ground. (The penalty will be enforced from the time the contestant enters the ring until the time he or she leaves the ring.)
2. Horses must stop their forward motion by breaking stride or circling before they begin their run. A running start from outside the gate is not permitted.
3. Spurs with movable rowels are permissible if used behind the cinch; not to be used in excess.
4. Wide flat leather bat or your hand is permitted if used behind the cinch. Whips and quirts are not allowed.
5. Excessive use of bats or spurs or abuse of mount will be cause for disqualification.
6. No re-rides due to breakage of equipment or fall of horse or rider will be permitted once the contestant has entered the course.
7. An electric timer or at least two stop watches shall be used. If the electric timer fails, the rider shall have the option of a re-ride or the back-up time.
8. In the event of a tie, the horse declared the winner in the run-off must run the pattern within 2 seconds of its original time or the run-off must be held again.
9. Contestants are not allowed to go past the imaginary starting line or to circle through the pattern before starting the run. Any breaking of pattern will mean disqualification.
10. A two-handed ride is optional. The rider may change hands. Touching the saddle or holding on to the saddle horn or pommel is permitted.
11. The arena gate must be closed before a contestant crosses the starting line. A running start from outside the arena is not permitted.
12. A 21-foot or more running start inside the arena, prior to the time line, will be provided.
13. Touching or steadying an obstacle with a hand shall be a disqualification.
14. Knocking an obstacle down is a disqualification.
Optional: A penalty of no less than 3 seconds may

be added to each obstacle knocked down instead of a disqualification. (A 5-second penalty is recommended.)

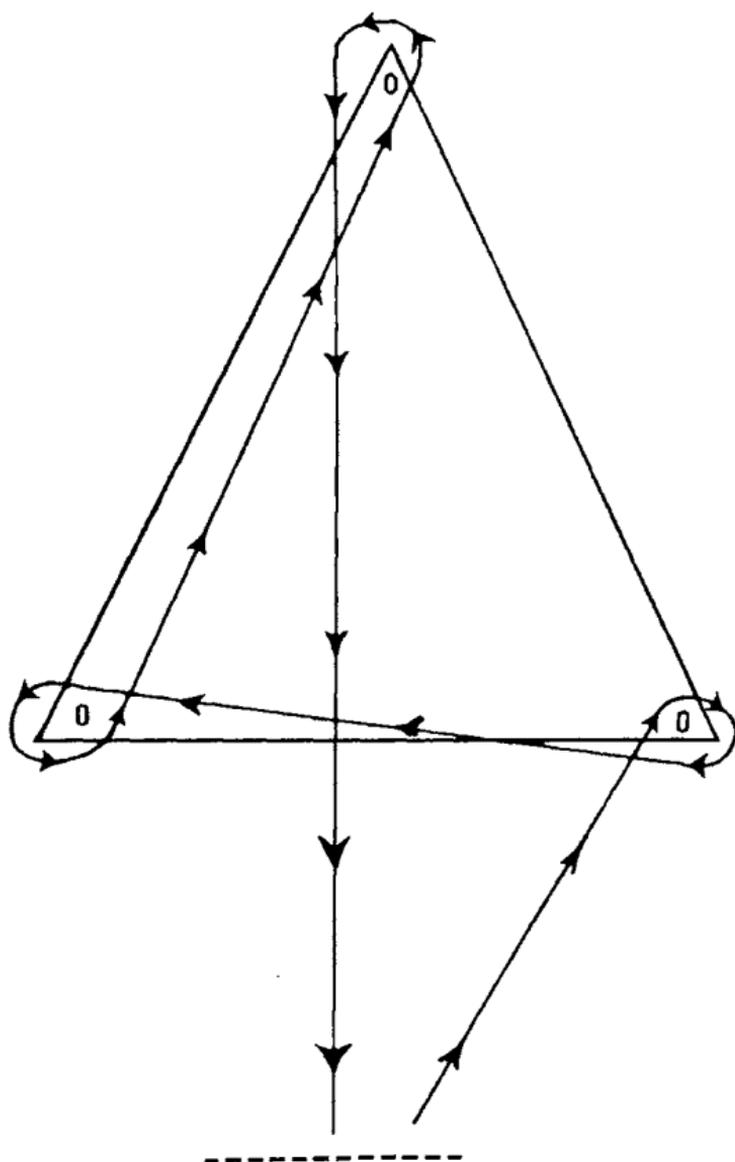
B. TACK AND APPOINTMENTS:

(See Tack and Appointments, page 39.)

Key Race

1. Contestant races at least 75 feet from starting line to entrance way of key.
2. Key hole consists of 3 poles on each side of the entrance. Opening is 4 feet wide by 10 feet long.
3. The rider must race down, enter key hole through entrance way, ride through the 10 foot lane, turn around and race back through the entrance way to the finish line.

BARREL PATTERN



Finish & Start

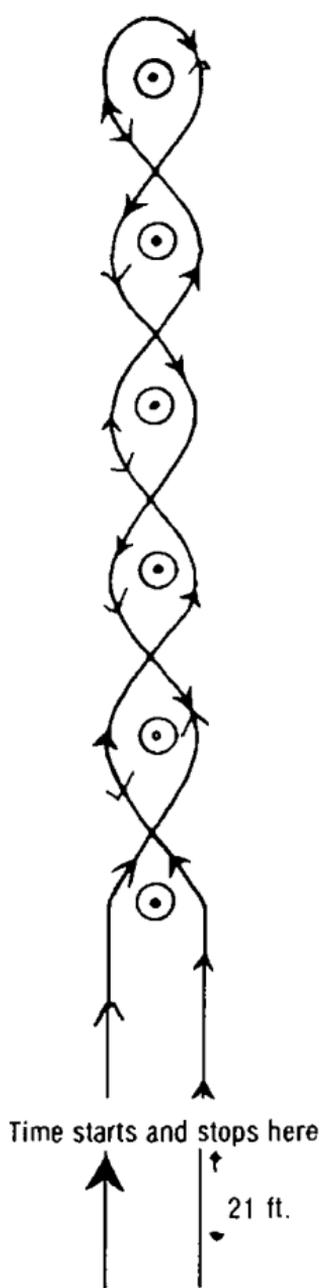
Rider may enter from
right or left side.

Cloverleaf Barrel Race

1. In this timed event, the horse and rider who complete the cloverleaf pattern in the fastest time are the winners.
2. The arena size and condition will logically determine the size of the pattern.
3. Rider may start the pattern from the right or left side.
4. Barrels should be painted white; if possible, they should be rubber or have a tire or foam rubber cylinder on the top for safety.

Pole Weaving

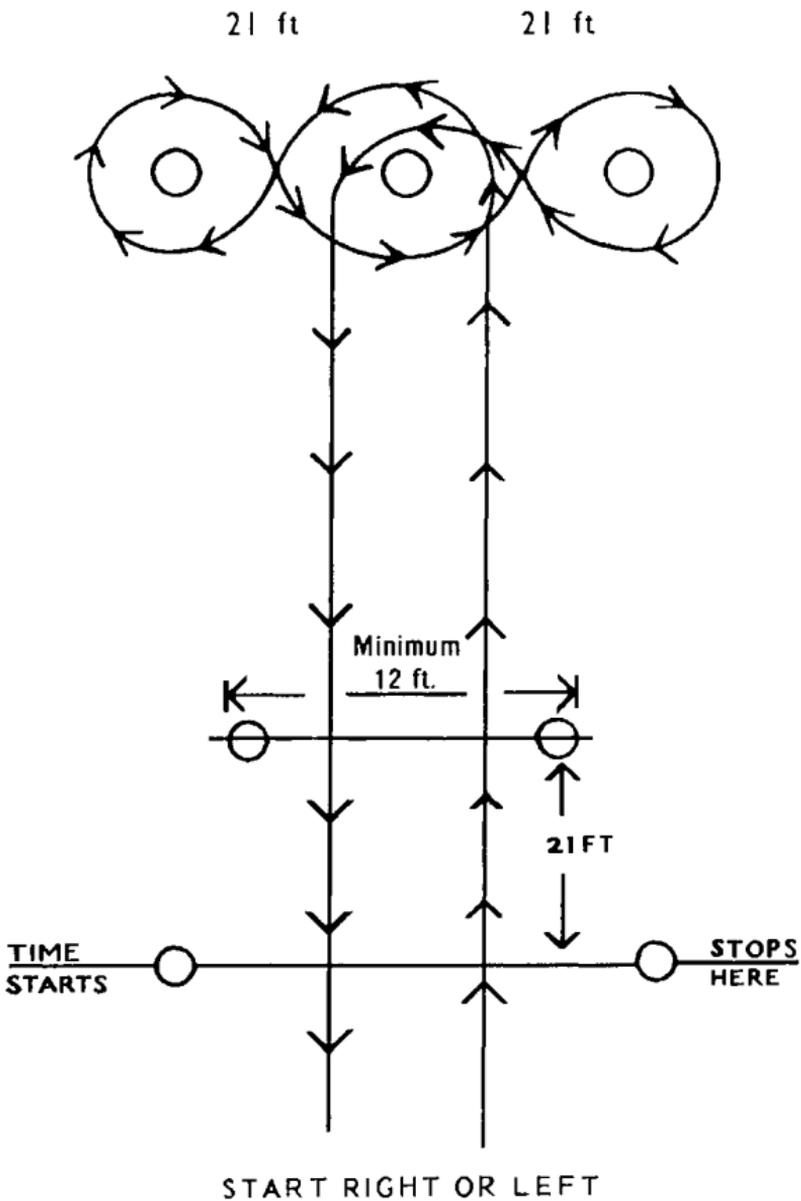
1. In this timed event, the rider who weaves through the six-pole pattern in the fastest time is the winner.
2. Poles are spaced 21 feet apart.
3. Poles should be painted white, 80 to 96 inches in height; poles should all be of the same type and height; plastic pipe with rubber bases is preferred.
4. Rider may enter the pattern on the right or left side of the first pole.



Jumping Figure 8

1. A plastic pole (12 foot minimum) is set on standards, a minimum of 12 inches and a maximum of 18 inches off the ground and 21 feet beyond the starting line.
2. Three barrels are placed parallel to the starting line. Barrels are to be 21 feet apart.
3. Contestants are to pass the starting line, jump the pole and complete a double figure eight around the barrels (see diagram), return and jump pole, and cross the finish line.

JUMPING FIGURE EIGHT



TACK AND APPOINTMENTS

The following are minimum requirements for showing. More elaborate clothes and/or equipment are permitted but not necessary. Fancy outfits will not be considered in the judge's placings. Suitability of tack and clothes, fit, and cleanliness will be considered.

1. Protective headgear may be worn in any event in place of specified attire.
2. Long sleeves must be worn and rolled down when participating in any event. Short sleeves or sleeveless shirts, or T-shirts are prohibited.

Showmanship at Halter Classes

1. **CLOTHES:** Either Western or English clothes are permitted but they should be appropriate to the breed of horse shown and the tack used on that horse.
 - a. **WESTERN:** Must wear western boots; western hat; dress or western long-sleeved shirt; dress or western pants or jeans; belt; vest, jacket or sweater optional.
 - b. **ENGLISH:** Either hunt or saddle seat attire, but no mixing of the two.
 - * **Hunt seat:** Clothing must be clean, neat, and appropriate for hunter classes. Riders must wear coats, boots, breeches, and hunting caps. Clean shirts with stock and pin or ratcatcher and choker are preferred. The coat should be any tweed of melton acceptable for hunting. Breeches should be of traditional shades of buff, gray, rust, beige, or canary, and high English boots should be worn. Black, dark blue, or brown hunt caps are required. Gloves are optional but should be of a heavy wash leather or brown leather.
 - * **Saddle Seat:** Clothing must be neat, clean, and appropriate saddle seat attire (informal or formal). Formal attire is permitted only after 6:00 p.m. Riders shall wear a saddle suit or conservative solid coat with matching jodhpurs, tie, derby or soft hat, and jodhpur boots. Gloves are recommended.
2. **EQUIPMENT:** Appropriate to the horse and exhibitor's clothes.

- a. WESTERN: Halter of leather or nylon webbing; chain on lead strap permitted (may be used over or under horse's nose); no whips or crops.
- b. ENGLISH: Hunters may be shown in an acceptable hunting bridle (preferred) or halter. Saddle Seat exhibitors should show horses with a curb rein when using a full bridle. Appropriate headstall for the breed being shown must be used.

Performance Classes

(Equitation, Horsemanship, Pleasure & Trail)

1. CLOTHES

a. WESTERN: Must wear western boots; western hat; dress or western long-sleeved shirt; western pants or jeans; belt; vest, jacket or sweater optional; chaps optional (at the discretion of the show committee).

b. ENGLISH: Either hunt or saddle seat attire, but no mixing of the two.

* Hunt Seat - clothing must be clean, neat, and appropriate for hunter classes. Riders must wear coats, boots, breeches, and hunting caps. Clean shirts with stock and pin or ratcatcher and choker are preferred. The coat should be any tweed of melton acceptable for hunting.

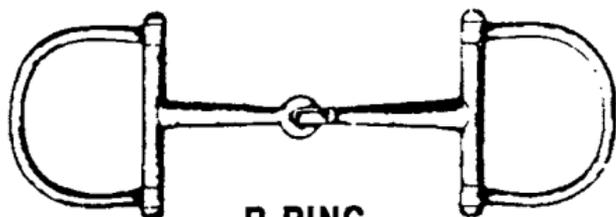
Breeches should be of traditional shades of buff, gray, rust, beige, or canary, and high English boots should be worn. Black, dark blue, or brown hunt caps are required. Spurs of the unroweled type, gloves, crops or bats are optional. Gloves are preferred in the equitation class and should be of heavy wash leather or brown leather.

* Saddle Seat - Clothing must be clean, neat, and appropriate saddle seat attire (informal or formal). Formal attire is permitted only after 6:00 p.m. Riders shall wear a saddle suit or conservative solid coat with matching jodhpurs, tie, derby or soft hat, and jodhpur boots. Spurs of the unroweled type, whips and crops are optional. Long whips are prohibited.

2. EQUIPMENT

a. WESTERN: The saddle must be a western type and fit the rider. A curb bit must be used. A bosal or snaffle bit (D-ring, O-ring, or egg butt) is permissible, provided the horse is 4 years or younger.

Silver equipment will not count over a good working outfit. Reins may be split or romal. Curb straps or chains must be flat and not less than 1/2 inch wide.



D-RING



O-RING



EGG BUTT

Spurs and breastcollar are optional. Tie downs, draw reins, and martingales are prohibited. Carrying of rope, hobble, slicker, or similar equipment is optional. The judge or show officials may disqualify any entry using equipment that they deem too severe, or request the alteration of such equipment. Mechanical hackamores and tie downs are prohibited. A mechanical hackamore is considered to be any hackamore with metal under the jaw or metal used in a leverage action.

ACCEPTABLE CURB CHAINS



b. ENGLISH: Hunt Seat - Clean English forward, hunting, or dressage type saddles. Saddles may have suede seats or suede inserts on the skirts. Regulation snaffle, pelham, or kimberwick, all with a cavesson noseband, are required. Breast plates are optional. Martingales, draw reins, hackamores, boots and bandages are all prohibited. The judge, at his own discretion, may penalize a horse with non conventional bits, nosebands, or equipment.

Saddle Seat - Flat, English type saddles are required; hunter, forward seat, and dressage saddles are prohibited. Horses must be shown in full bridles (curb and snaffle) or pelham with two reins. Draw reins, martingales, hackamores and similar equipment are prohibited.

Game Classes

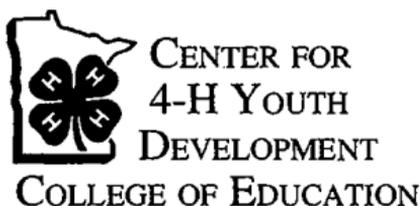
(Barrels, Poles, Key Race, Jumping Figure 8)

1. CLOTHES

- Must wear western boots, western hat; dress or western long-sleeved shirt; western pants or jeans; belt; vest jacket or sweater optional; chaps optional.

2. EQUIPMENT:

- Western saddle and bridle; bosal or hackamore, tie down, martingale, skid, shin and bell boots permitted.
- Wide, flat, leather bat and spurs optional.
- Whips, quirts, or crops are prohibited.
- Curb chains or straps must lie flat and be at least 1/2 inch wide.



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